ULTRA™
GAMES

NES—DI—USA

HOW TO PLAY

SKATE OR DIE®

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Nintendo ENTERTAINMENT SYSTEM®

WELCOME TO THE WORLD OF ULTRA!

You're now the proud owner of ULTRA's authentic version of Skate or Die for the Nintendo Entertainment System. We suggest that you read the following instructions thoroughly before skating into action against Bionic Lester and his warped sense of humor.

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WELCOME TO A RAD INFESTED WORLD

There's a place on Earth where hot dogs and nachos are health foods, summer vacations last the year round, and punk rockers with mohawk haircuts are looked upon as mello dudes. It's a place where rulers are determined not by their fund raising talents, but by their power to dominate the streets with rad skateboarding skills.

Here, the king of the road is none other than that skateboarding maniac—Rodney Recloose, owner of the Flesh 'N Asphalt Skateboard Shoppe. He, along with his freaked-out son, Bionic Lester, and their crazed cronies, Pete and Eddie, rule the streets with iron wheels. They're sort of a nuclear waste version of Al Capone and his once ruthless gang of gangsters.

As a newcomer on the scene, with power aspirations of your own, you must prove yourself to Rodney and his free-wheeling weirdos. That means you'd better be on your toes when you challenge friends in free-style and downhill competitions packed with rock 'n rolls and rail slides. And you'd better be on your worst behavior when you come board-to-board with Lester in the "whack 'em upside the head" joust!

HOW TO BEGIN

To enter the bizarre world of Rodney Recloose, press the Start Button when the title screen appears. Now you're smack in the middle of his skateboard shoppe, bargaining for a wild and crazy time.

At Rodney's you'll decide to either SIGN IN, GO PRACTICE, GO COMPETE, or just check-out the high scores. To select your option, use the Control Pad to line up the cursor with one of the four categories, then press the A Button. If you're competing, begin by signing in. If you're practicing, you needn't sign in.

SIGN IN

On the SIGN IN screen, use the Control Pad to select the number of players competing, then press the A Button.

Next, use the Control Pad to select the initials of each player, and press the A Button to lock-

in one letter at a time. If you make a mistake, press the B Button to delete the incorrect letter. If you choose to delete an entire name, select CLR and press the A Button.

Up to 8 players can participate at any one time, with play alternating between players. If you play alone, you'll automatically be paired against Lester, Pete, or Eddie.

You must sign in each time you COMPETE in Skate or Die, because the names are deleted if the game is switched off.

When you've finished signing in, select END and press the A Button. The game will automatically start.

THE HIGH SCORE SCREEN

To review the initials of the hottest skateboarding dudes, line up the cursor with the trophy in Rodney's hangout, then press the A Button.

THE PRACTICE MODE

Before signing in, you can warm-up your wheels in Practice Alley. Simply select GO PRACTICE at Rodney's and press the A Button. From there you'll find yourself on the streets, with six roads surrounding you. Use your Controller as if you were cruising ''Goofy Foot'' (see page 7 for details) and head for the twisted trial of your choice.

The five events you can choose from are the Jam, Joust, Freestyle Competition, High Jump, and Downhill Racing. You can also choose the Compete All Street. If you wind up there, you'll be in line to play all five events—one right after the other.

After you complete a Practice event, you can choose to repeat the event or return to the street screen.

THE COMPETITION MODE

The Competition Mode puts you in the same predicament as the Practice Mode, with six ''anything but easy'' streets awaiting your skill and bravery.

The big difference here, though, is that you need to sign in before you compete, and the highest scores are destined for the trophy screen.

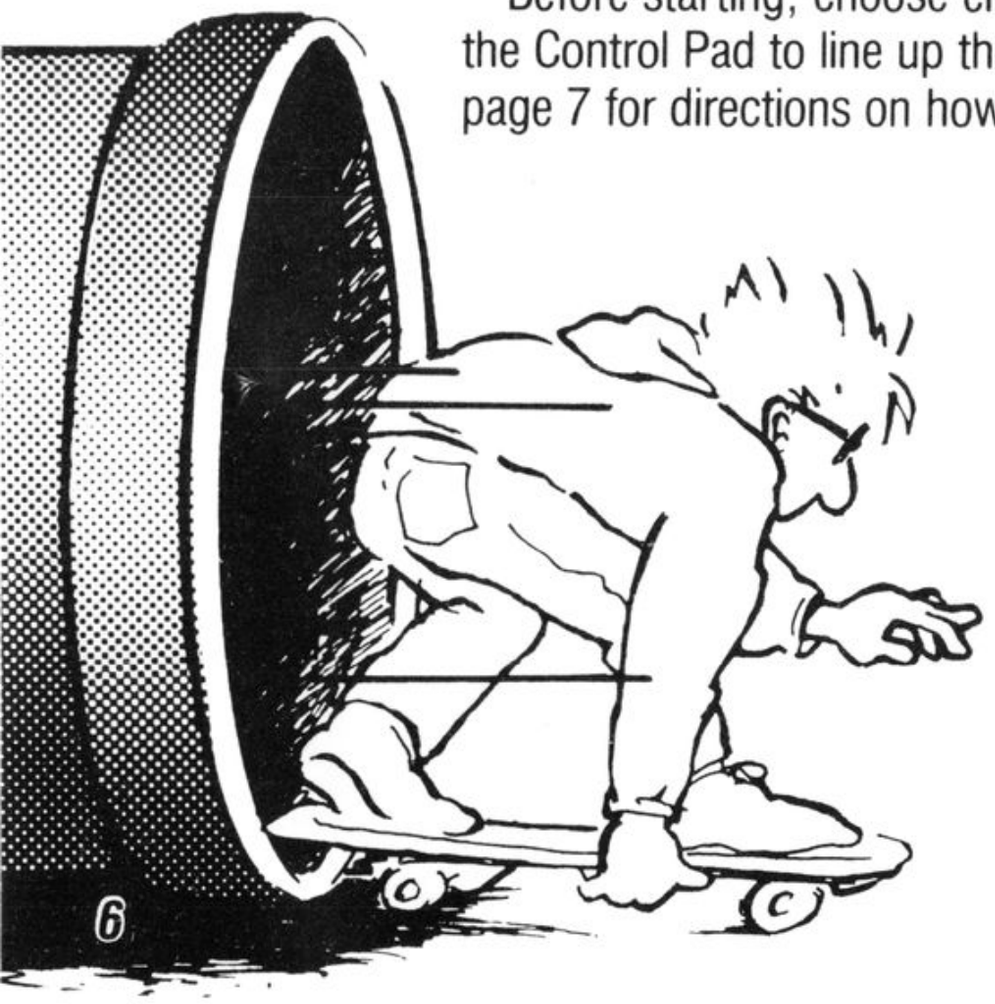
IT'S ALL DOWNHILL FROM HERE

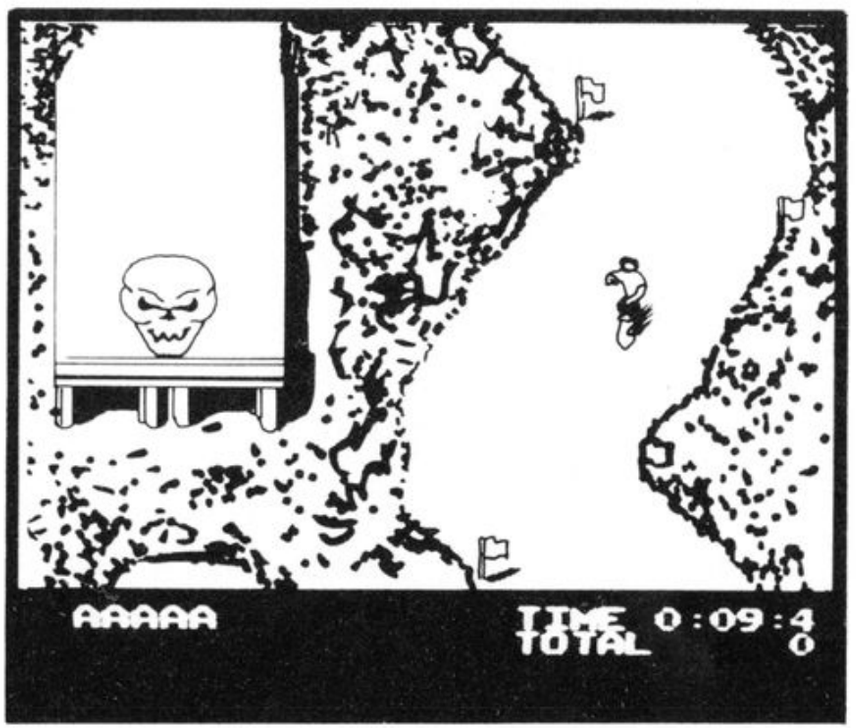
At the beginning of the Downhill Race you're poised at the tip top of the tallest hill in Boulderdash Park. The park keeper, Ranger Rick Jr., is slacking off on his duties and is at the doughnut shop stuffing his face with cream filled Long Johns.

That means the place is wide open for you to go all-out and really concentrate on getting the best from your board.

This race is a test of speed and timing, as you jump ramps, duck through pipes and whip around flags. Naturally, the more obstacles you clear, the more points you score. Your overall time also determines your total score.

Before starting, choose either REGULAR FOOT or GOOFY FOOT by using the Control Pad to line up the cursor, and then press the A Button (see page 7 for directions on how to operate both).





THE DIFFERENCE BETWEEN REGULAR FOOT & GOOFY FOOT

In REGULAR FOOT you control your man as he appears on the screen, which means your right is left and your left is right. In GOOFY FOOT you control your man as if you were actually on the board, meaning your right is right and your left is left. If this makes absolutely no sense, see the following chart:

	REGULAR FOOT	GOOFY FOOT
Press Up	Slow Down	Speed Up
Press Down	Speed Up	Slow Down
Press Left	Turn Left	Turn Right
Press Right	Turn Right	Turn Left

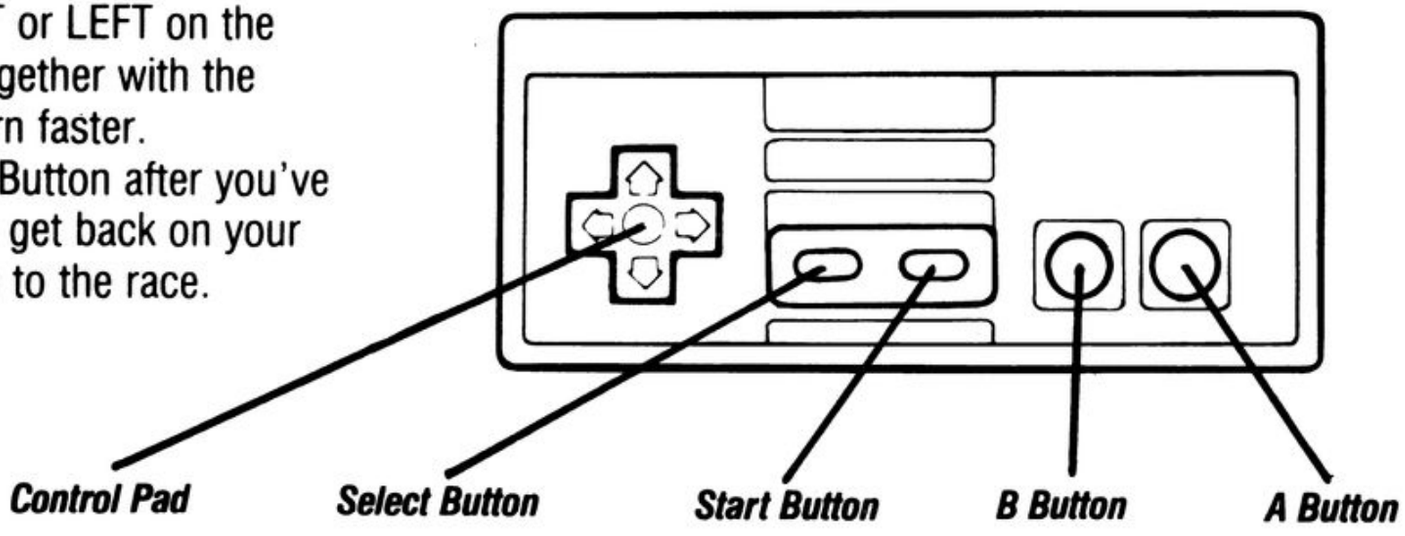
The A Button and Its Functions

Press UP on the Control Pad together with the A Button to jump.

Press DOWN on the Control Pad together with the A Button to duck.

Press RIGHT or LEFT on the Control Pad together with the A Button to turn faster.

Press the A Button after you've taken a spill to get back on your feet and return to the race.



USE YOUR IMAGINATION IN FREESTYLE COMPETITION

Just because the event is called Freestyle doesn't mean there are any free rides. In fact, you're gonna have to work your tail off if you expect to earn any big buck bonus points.

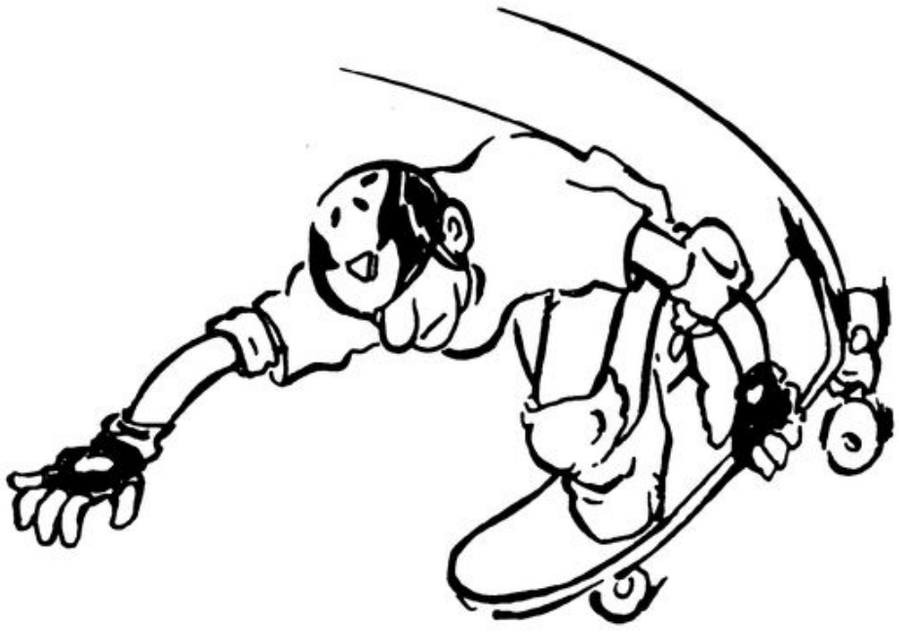
Each player gets 10 tries at the U-ZONE (5 from each side of the zone). Whoever successfully performs the most tricks receives the highest score (See page 9 for details on how to perform tricks).

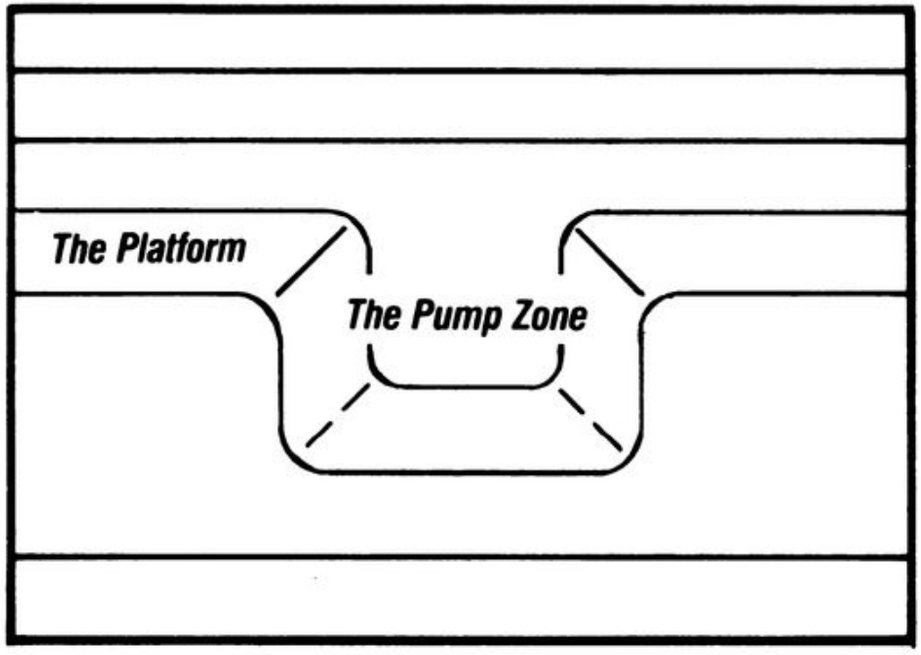
How To Score In The U-ZONE

You begin the Freestyle Competition from the Platform area, but the real challenges take place in the Pump Zone.

To enter the Pump Zone for some serious thrills, press the A Button. As you near the zone, press the A Button continuously and as fast as possible to build up speed.

When you reach the Pump Zone, try to perform tricks by following the directions on page 9.





THE TRICKS OF THE TRADE

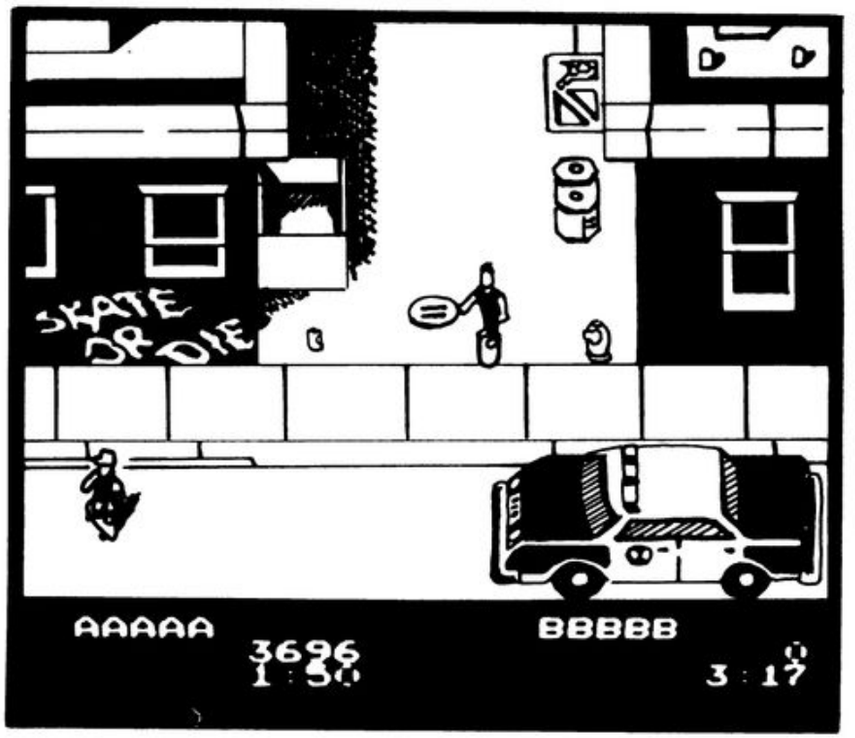
Follow the following directions to trick the judges into awarding you mega-points during the Freestyle Competition.

TRICKS TO CHOOSE FROM	# OF TIMES TO PRESS THE A BUTTON WHILE IN THE PUMP ZONE	THE DIRECTION TO PRESS THE CONTROL PAD (In relation to the direction you're skating)
Kickturn	0	Backward
Rock 'N Roll	0	Forward
Foot Plant	1	Backward
Rail Slide	1	Forward
Hand Plant	2	Backward
Ollie	2	Forward
Aerial	0 = low jump 1 = middle jump 2 = high jump	No pressing required

JAM ON!

The Downhill Jam is a madcap race through one of the sleeziest back alleys ever to be pillaged by thugs, vermin and other underworld derelicts.

Your unsavory goal in this punked-out event is to knock over as many other racers as inhumanly possible, and to smash trashed-out obstacles that litter the road for bonus points. To accomplish these treacherous tasks, you've gotta Punch & Kick to your heart's content.



To begin, choose either REGULAR FOOT or GOOFY FOOT using the Control Pad, then press the A Button. You control your movements in the Jam the same as you did in the Downhill Race (page 6).

How to Punch and Kick

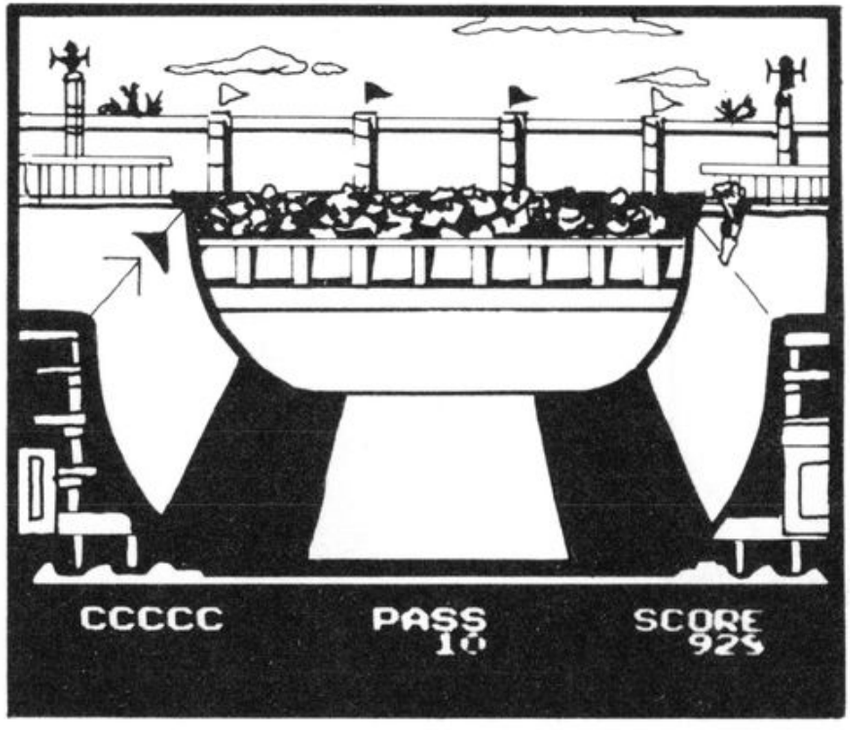
To Punch: Press the Control Pad in the direction the skater is facing and press the A Button.

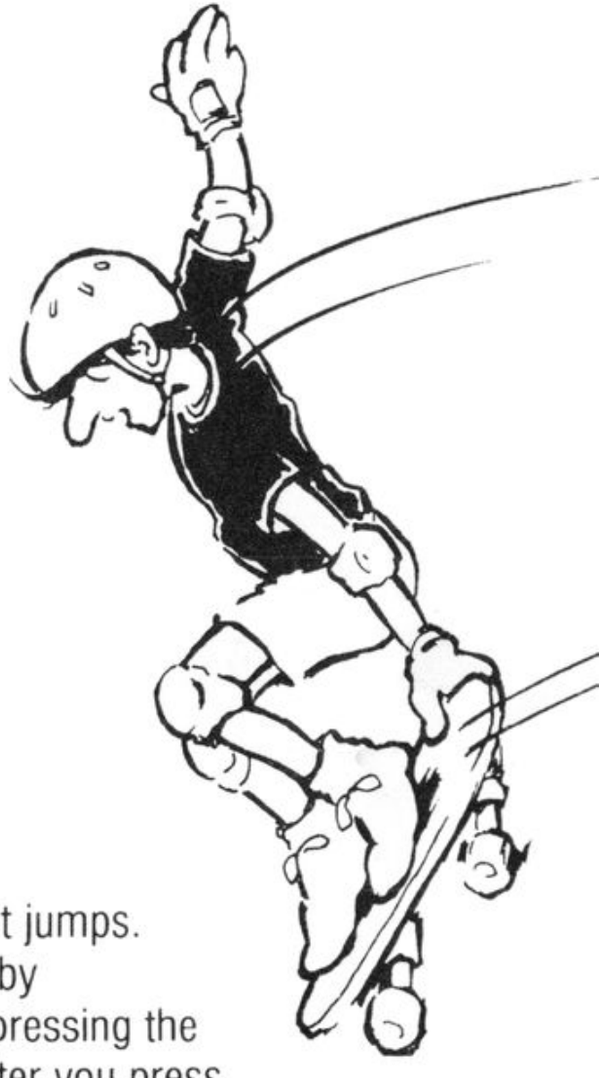
To Kick: Press the Control Pad in the opposite direction the skater is facing and press the A Button.

NOTE: There are three kinds of kicks—High, Medium & Low. Press the Control Pad UP and either LEFT or RIGHT together with the A Button to kick High. Press LEFT or RIGHT together with the A Button to kick Medium. Press DOWN and either LEFT or RIGHT together with the A Button to kick Low.

THE HAIR RAISING HIGH JUMP

You don't need a pilot's license to soar into the high flying high jump; you just need to be certified as nuts. That means you've got the go-ahead to go for it all and put on an air show.





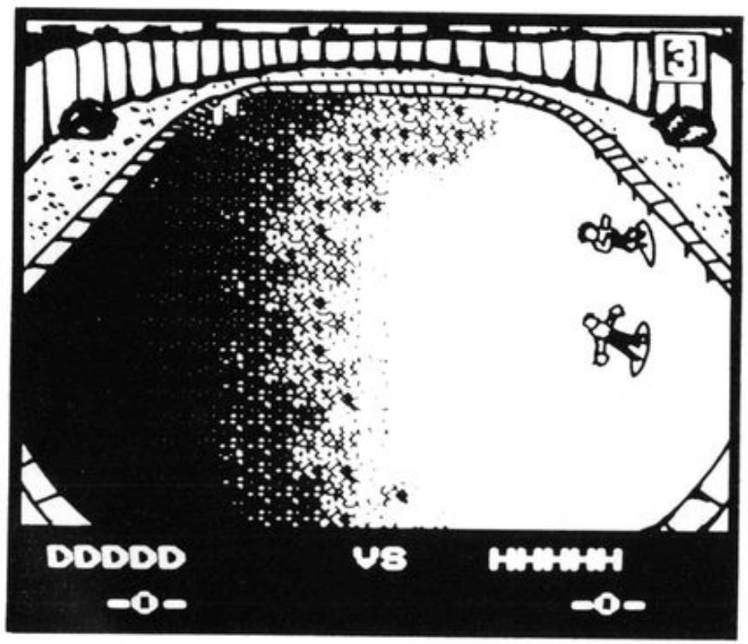
How to Fly

The highest scores are awarded to the highest jumps. To reach the victory plateau, enter the U-ZONE by pressing the A Button. Increase your speed by pressing the Control Pad together with the B Button. The faster you press the B Button, the faster you'll go.

When you're ready to lift-off, press the A Button. Timing is critical. The key is to press the A Button again at the top of your jump. You have a total of ten attempts to kiss the sky.

JOUST ABOUT!

While hanging out in Rodney's backyard, waiting for a Bar-BQ, you suddenly find yourself locked in the heat of battle in his drained heated swimming pool. Now you're up against hard hitting skateboarders who wield big thick sticks. This is where you'll literally Skate or Die!



How to be the Life of the Pool Party

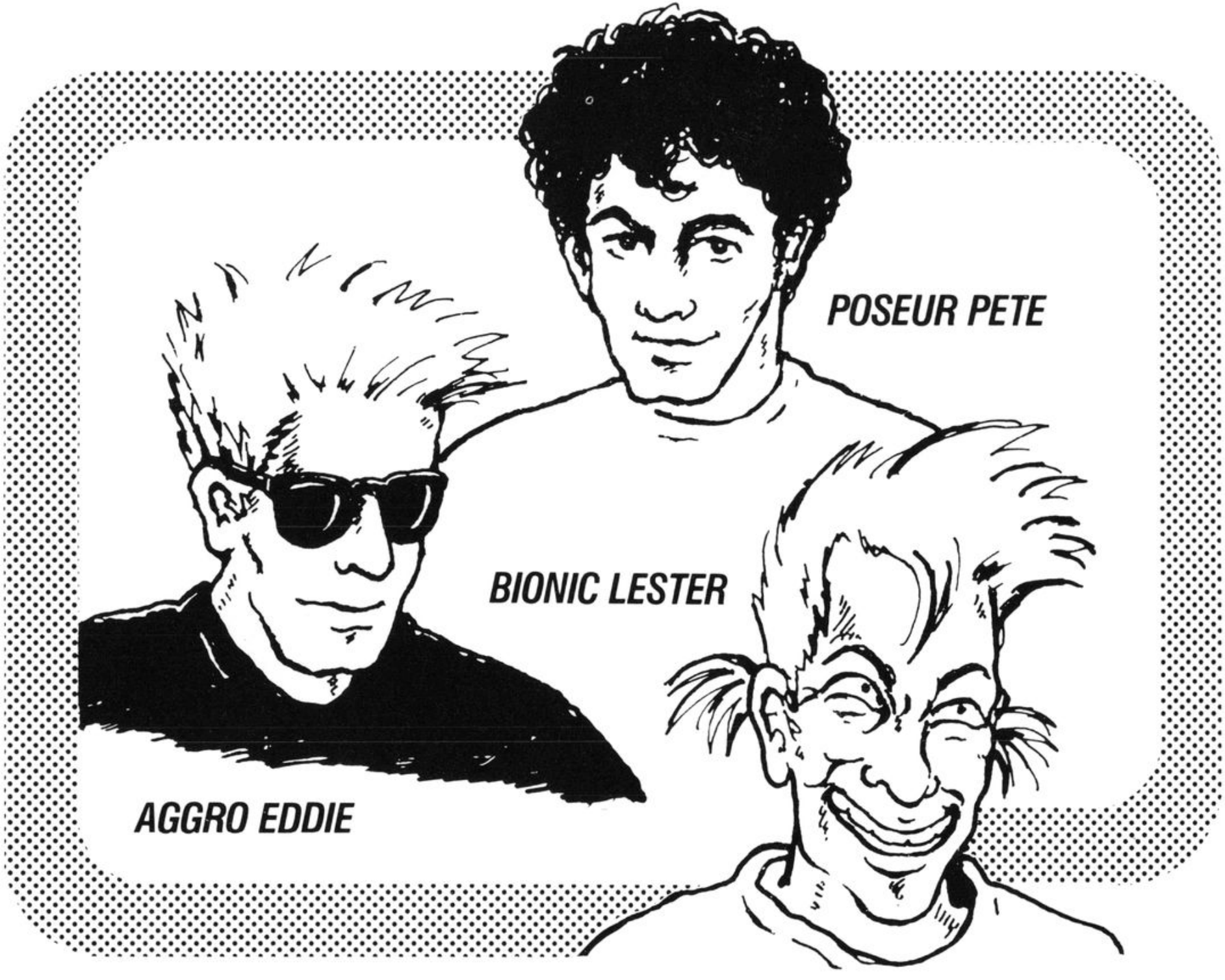
The player controlling the stick is automatically on offense, while the weaponless player tries to stay alive on defense. Every five times up and down the swimming pool the two players automatically change roles.

When on offense, you try to whack the defensive player upside the head. When on defense, you scramble to avoid the punishment. The first player to take a 3 point lead is the victor. If, after the round is finished, you're tied, the first player to take a 2 point lead wins.

To navigate the pool, press the Control Pad UP to sail in reverse, and press it DOWN to go forward-ho! To strike blows press the A Button.

If you're in the GO PRACTICE Mode, you'll compete against either Pete (for beginners), Eddie (for intermediates) or Lester (for advanced). Choose your opponent with the Control Pad, then press the A Button.

If you're in the GO COMPETE Mode, you'll compete against a friend. Remember - up to eight people can play. If an odd number of players have signed in, the last player receives a "bye" in the first round and automatically advances to the second round.


POSEUR PETE
BIONIC LESTER
AGGRO EDDIE

Treat Your ULTRAGAMES Cassette Carefully

- This ULTRAGAMES cassette is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the cassette.

- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

- Always make sure your computer is SWITCHED OFF when inserting the cassette or removing it from the computer.

- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

–Reorient the receiving antenna
–Relocate the NES with respect to the receiver
–Move the NES away from the receiver
–Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

SCORES

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